1. (twice amended) A method for playing a casino game comprising the steps of:

receiving a wager for the casino game,

playing an underlying game of chance in the casino game,

playing a knowledge-based bonus game in the casino game using answers from a player, the play of the knowledge-based game separate from the play of [in combination with] the underlying game of chance, the combined play of both the knowledge-based bonus game with the underlying game of chance having a house advantage for the casino game within a predetermined range, the predetermined range having set limits based on the correctness of the answers and the wager.

5. (amended) The method of claim 3 wherein stopping the underlying game of chance is based upon a condition occurring in the play of the underlying game of chance, the condition being one of the following: the appearance of a bonus symbol in the step of playing of the underlying game of chance or a random number wagers received in the step of receiving.

6. (amended) The method of claim 3 wherein stopping the underlying game of chance is based upon a condition occurring unrelated to the play of the underlying game of chance, the condition being one of the following: the timing out of a random timer in the play of the underlying game of chance or an appearance of a number in a random roll of dice after the play of the underlying game of chance.

7. (amended) The method of claim 3 wherein stopping of the underlying game of chance occurs at a [given] known frequency.

8. (amended) The method of claim 3 wherein stopping of the underlying game of chance is randomly chosen at a [given] known frequency.

9. (twice amended) The method of claim 1 wherein [the knowledge-based bonus game has queries with answers and wherein the house advantage is at least a] one of the set

limit<u>s</u> <u>is</u> based upon all answers [to all queries] in the knowledge-based bonus game are always correct.

10. (twice amended) The method of claim 1 wherein [the knowledge-based bonus game has queries with answers and wherein the house advantage is at most a] <u>one of the</u> set limit<u>s</u> <u>is</u> based upon all answers [to all queries] in the knowledge-based bonus game are always guessed at.

11. (amended) The method of claim 1 wherein the predetermined <u>range is positive</u> [house advantage is in thé range of about –3% to about 20%].

14. (amended) The method of claim 12 wherein the at least one query is [an] <u>a</u> query requiring a proximate answer.

21. (amended) The method of claim 19 wherein the at least one query is [an] <u>a</u> query requiring a proximate answer.

25. (amended) A method for playing a combined knowledge-based bonus game with an underlying casino game of chance, the method comprising the steps of:

playing the underlying casino game of chance,

playing the knowledge-based bonus game<u>, the play of the knowledge-based game</u> <u>separate from</u> [in combination with] the underlying game, the steps of playing the knowledge-based game at least having the steps of:

(a) providing at least one query to [the] <u>a</u> player in the knowledge-based game,

(b) receiving at least one answer from the player in response to the provided at least one query,

the [combined] <u>separate play of the</u> knowledge-based bonus game with the underlying casino game having a house advantage in a range from a first set limit based on all answers to all queries are correct [and] <u>to</u> a second <u>set</u> limit based on all answers to all queries are guessed.

29. (amended) The method of claim 25 wherein the step of playing occurs at a [given] known frequency.

30. (amended) The method of claim 25 wherein the step of playing is randomly chosen at a [given] known frequency.

42. (twice amended) A method for a casino game comprising the steps of:

providing a first game of chance,

providing a second knowledge-based game,

playing the first game of chance having a negative player's expected return relative to a player's wager,

stopping play of the first game,

playing the second knowledge-based game using answers from a player when the first game is stopped, the second knowledge-based game always having a positive player's expected return.

47. (amended) The method of claim 42 wherein the step of stopping is randomly chosen at a [given] known frequency.

52. (amended) The method of claim 50 wherein the at least one query is [an] a query requiring a proximate answer.

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